

BATTLES WITH MINIATURES™

Issue 10

Building a four horsed scythed
chariot of DOOM



Viridian Tactics



Fomorian
Concept Art



VOID™

and

Celtos™

official hobby supplement

Well we've finally done it, its here after an absence of over a year.

To be honest it really only got started again after a lively discussion at the Essen toy fair last October between Christian Weiss, Thorstein Stein, Oliver, Adam and myself. Admittedly also present were a large number of glasses of the amber nectar which probably facilitated the lively debate but Christian should take the credit for getting the ball rolling, so cheers to him.

The difference between these forthcoming issues of the magazine and their predecessors is that we want the people who play the games to submit articles since you're the guys who make them become reality its important that you start to shape the way the games evolve and develop. So lets see lots of submissions whether they are battle reports, new rules, artwork, paint jobs or conversion articles.

The plan is to publish Battles with Miniatures on a monthly basis on the net and then perhaps to print a compendium in 6 months of all the best articles from the first 6 issues.

Anyway here's the first issue of the new Battles with Miniatures in all its Technicolored glory. I hope you enjoy it.

See ya!

John



Viridian Tactics

page1



Centurion Drider's Ringside Review

page5



Building a four horsed scythed chariot of DOOM

page8



Void 1.1: A New Perspective

page12



Ben Brownlie's Behemoth Bonanza

page23



Ronin Workshop by Christian Weiss

page25



Fomorian Concept Art

page27

Viridian Tactics

The following, I hope will be of some help to all Viridian Generals. It is a general round up of how I use individual Viridian troop types.

MARINES

Never ever take a Viridian army without any Marines, these are your stock troop type; always take a large squad with at least two support weapons and a sergeant. My favourite support weapons for this squad tend to be a chain gunner and a grenade launcher. The main roles I see for this squad is too anchor one of the army's flanks. The squad can deal out a fair amount of firepower, and with the grenade launcher causes enough of a threat for the squad to given a wide berth pushing the enemy to where you want him.

If you can afford the points take two squads of Marines, the first as described above and the second smaller in size containing snipers as support. I will use the sniper squad to take out enemy heavy weapons and individuals.

The only disadvantage with basic Marines is that they tend to die very easily, keep them in cover if possible, to claim that all important cover save. Oh and try to keep them out of close combat as they die far too easily.

MARINE SUPPORT BATTERIES

This unit is one of the more essential parts of a Viridian army and should be protected. If possible try and take separate squads of mortars and chain guns, as this will increase the overall effectiveness of the unit. When using mortars always select a target that is sandwiched by other units, so if the mortar scatters you still have some chance of hitting something. Mortars should be deployed at the back of any deployment zone, with chain guns to the front.

The same disadvantages that apply to Marines also apply to support batteries.

COMMANDOS

If you think you are playing on a board

that includes any kind of jungle terrain Commandos are definitely the most effective units that you can field. When possible try and take the maximum number of flamethrowers allowed, this weapon is essential when flushing to out units in cover. Even though Commandos have a similar stat line to Marines never forget that they are better in assault. If you can afford the points ALWAYS use grenades, a well-placed Commando unit can tear the heart out of an enemy army.

Due to their support weapons commandos are a lot more effective at close range where they can use cover to hide their advance.

COMMANDO SUPPORT TEAM

What has been said in regards to marine support batteries can also be related to the two commando support teams. Obviously the commando support team has the added advantage in that its can move that through jungle terrain unhindered.

COMMANDO SCOUTS

Commando Scouts are one of my favorite units. I tend to use them as a flanking unit to pick off stragglers. They are basically an irritation albeit a fast moving one. As with commandos they have the ability to move through jungle terrain freely although they are only lightly armed they still can hold their own in a close combat situation, coupled with the fact that the Struthiosaur also has an attack in close combat gives them a definite advantage.

STRIKE COMMANDOS

The Strike Commandos seem to be a very flexible unit. If you can afford the points cost always buy the drop trooper ability, this greatly increases the flexibility of the unit. Although lightly armed and only capable of short range combat the fact that the strike commandos are wearing power armour, giving them a toughness of five makes them a worthy opponent in a combat situation. Once again the fact that they can move through jungle terrain with no penalty makes them almost indispensable to the Viridian Commander.



Marine Sergeant



Marine Chain Gunner



Marine Support Battery



Commando Sergeant



Commando Scout



Assault Marine Sergeant



Fenrir 'The Ice Duke'



Shock Marine



Jaguar Strike Craft



Terrasaur-TS2

INTERDICT MARINES

If you know that you will not be fighting in jungle terrain then take a squad of Interdict Marines instead of Strike Commandos. As always if you can afford the points, purchase the drop trooper upgrade, being able to deploy from any table edge is too much of an advantage not to use. As with the Strike Commandos these troops are equipped for short ranged fire fights although the addition of the negatron shield enhances the survivability of this unit to new heights.

If you intend for Interdict Marines to engage the enemy in hand to hand fighting make sure that you include the maximum 2 shock marines in the unit. With these 2 models in your unit you should be able to tackle most threats with ease.

ASSAULT MARINES

With Assault Marines on the board it gives the enemy another tough target to shoot at. I generally use Assault Marines to draw fire away from support batteries. The unit can deal out a high level of firepower and also soak up an amazing amount of punishment. Always enhance the unit with a couple of support choices, favorites for this role are rocket launchers, kitted out this way the troops become armour hunters and will give your opponent something else to worry about!

FENRIR'S ASSAULT MARINES

What has been said about basic Assault Marines does not apply to these guys; get them in to close combat as soon as you can. Hit the enemy hard and then keep hitting him, when he is down hit him some more. Try and put support weapons with the squad, although at the time of writing the Great Axe model is not available, go ahead and convert one, its not that difficult (mmm, idea for another article!). Being able to take 3 models, these hit with strength 6 and make this unit rock.

SHOCK MARINES

The main problem with Shock Marines is how many to use, this is one of my favorite units as they can deal out so much pain, they seem to soak up punishment like a sponge soaks water, try

always to use a full squad, 2 if possible. Although they are primarily a close combat unit they can have a ranged attack with grape gunners. Don't worry too much about shooting outside of short range, the negatron shields the models carry will save them from all but the worst firepower. These troops come into their own when they get up close and personal. Not much can stand in their way in combat.

JAGUAR STRIKE CRAFT

Again at the time of writing these models are not yet available so we have used proxies for the sake of testing. We have found the squad to work in a similar way to the Syntha HK2000, and work best harrying an enemy's flank pushing him into making rash decisions. The mini MLRS is a must if you are facing an enemy that takes large groups of troops. A very fast and tough unit, they work well.

TERRASAURS

At the moment these are by far my favorite Viridian troop type. Combined with backup from Shock Marines there is nothing that can stand in their way. If you can afford the points in a game take 2 squads of these amazing models. Use 1 squad with the maximum 2 spotters and your mortar fire from your support batteries will rarely go wrong. The other squad takes more mortars! Ever get the felling that I put a lot of faith in ordnance weaponry? With terrasaur's it is imperative you take sergeants so you can access the recoilless cannon. Terrasaur's have amazing fire power and seem to just eat people in combat, just don't let them rampage...

CYNORAPTORS

Again these models have not yet been released so we have again used proxies. I assume the best way of using them is to rush them up the table; so far I have had no chance to find out as they seem to get shot to pieces before they get into combat. I suppose that at least they are soaking up firepower destined for my other units. They have however had some success in our Safari games when they have reached a hunter they generally tear him to shreds! General advice would be to keep them moving to keep him in cover and they won't really fail.

PTERARAPTORS

What has been said about Scout Commandos seems to apply here also; they are faster and let's face it, who wouldn't want to use a unit consisting of Commandos riding flying dinosaurs? Use them to attack the flanks of an army and out flank him, get behind his lines and hit him where it hurts.

BEHEMOTH

The daddy of the Viridian army, a giant lizard covered in guns, the very thought sends shivers down the spine (but then it has been said I am a little unbalanced!) The models for these are amazing, the unit's stats are great and the effect they have on an enemy commander is great, the pure psychological effect of having something so big on the table top is worth spending the points on alone. The fire support version is a must have, coupled with the spotter unit of terrasaur, it is able to deal out an awful lot of pain and suffering. Deploy all 3 variants and watch your opponents face, load your Shock Marines onto the troop transport variant and you are laughing all the way to a victory. The fire support is best setup at the back of a deployment zone, the troop transport is best crashing down the table top towards your foe and finally the infantry support is best deployed with your, I kid you not, infantry. Basic marines last longer standing next to a Behemoth as the beast soaks up incoming fire.

IN CLOSING

The Viridian army is a very well rounded force and will reward the careful commander. Always take sergeants for your squads and think carefully about support weaponry.

I have been using a Viridian army since i-Kore appeared on the scene and have had amazing victories and crushing defeats, at the end of the day to me if an army looks good I am happy. Have fun.

Phil Whiting.



Behemoth Fire Support



Behemoth-BH3/T3 Troop Transport



Behemoth-BH7/IST Support Tank

Centurion Drider's Ringside Review

Grudge Match 1:

Grand Master of Balance versus 4.97 Alpha
98 points versus 99 points



The purpose of the 'Grudge Match' is to set two characters against one another in combat. Each character will be equally powered and as close to equal points as possible. The 'match' will be fought over five games, with the first combatant to win three rounds being declared the winner. The Grudge Matches will be fought in a number of different arenas, mainly to maintain an element of balance to the challenge and to ensure that each character is suitably challenged.

This issue sees the first of the Grudge Matches, a challenge that should quickly resolve the debate, which has long been raging between Vacillius and Prime. Which is better, the Void Knight or the BioMech?



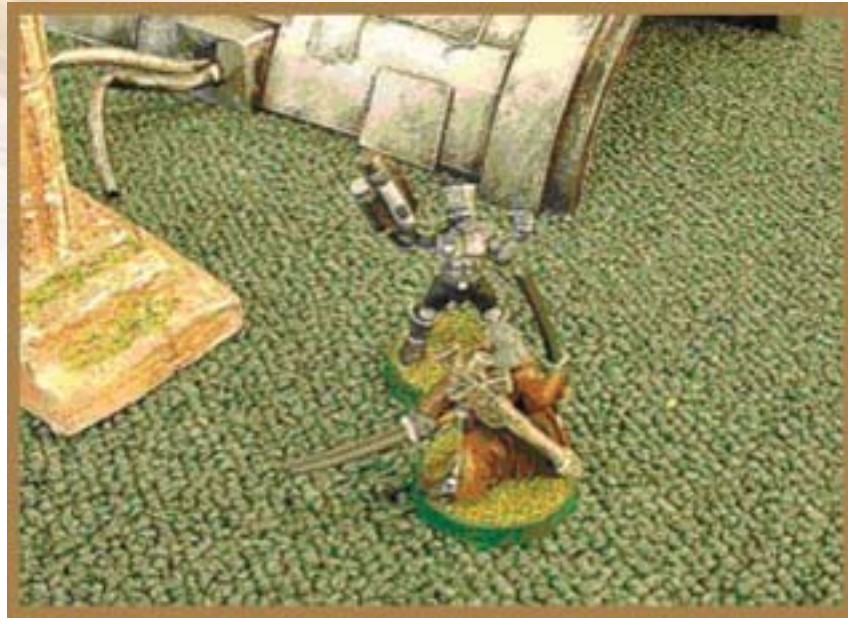
The Arena

For this challenge, the match saw a primarily rural setting. Plenty of cover was available to both challengers with a large open expanse at the centre of the board for firefights and/or the opportunity for close combat. The Grand Master of Balance began each game at the lower left-hand corner in the picture, whilst BioMech special character, 4.97 Alpha, started at the upper right corner. The board is 4.5 x 4.5 feet.

The Rounds

The two challengers meet face to face before the match begins

The Grudge Match, as previously stated takes place over five rounds. The first challenger to win three games will be considered to have won the overall match. Here are the edited highlights of the match which saw two versions of the peak of human evolution meet in combat.



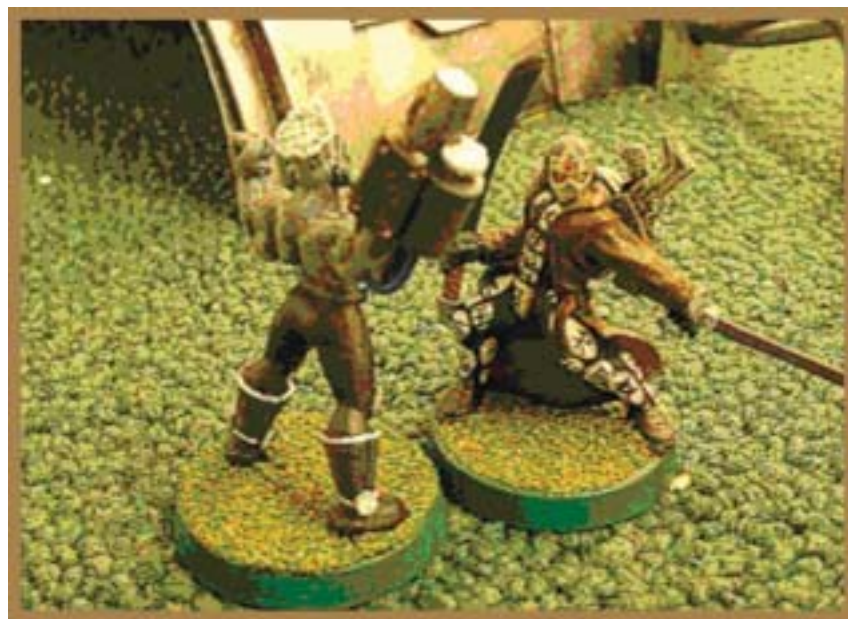
Round One: 4.97 Alpha wins

After prolonged gunshots and misses by both challengers, this match saw the Knight of Balance snatch at an early lead, wounding the biomech once with a stray sniper shot. 4.97 Alpha regenerated on the following turn and calmly gunned down the Knight of Balance with a lucky MLRS shot, which the Void Knight failed to dodge. The following turn saw the biomech seize Initiative and hit the Knight of Balance with an N-Ray boosted shot. The Knight failed to Dodge and the first round went to the Syntha champion.



Round Two: 4.97 Alpha wins

This round saw a change in tactics as the Knight of Balance skulked around in the woods before bursting out of the undergrowth. 4.97 Alpha succeeded in landing an MLRS shot at short range, but both fighters dodged the damage. Alpha then charged the unsuspecting Knight, who must have been taken by surprise. Before the Knight could react, 4.97 had proven himself in close combat too and claimed the second round.



Round Three: Grand Master of Balance wins

Realising that victory was quickly slipping from his grasp, the Knight of Balance took the Initiative and raced headlong into the fray. At the same time, Alpha's Mini-MLRS seemed to lose all power, missing the Void Knight repeatedly whilst the brave Knight of Balance first stole one Wound with the Sniper rifles before employing Flight of the Tengu to decapitate the BioMech using the fabled Shadow Blades.

Round Four: 4.97 Alpha wins and claims victory!

The fourth round began with a flurry of activity, both challengers looking to obtain the upper hand. Alpha pumped round after round into the air, hoping to catch the evasive Void Knight with a stray shot. The two challengers came face to face beside the old mine on the board, where 4.97 once again demonstrated the effectiveness of his N-Ray Vision, cutting down the Knight of Balance with a single shot to take the match.

Conclusion

After a long fought match and watching the manoeuvring of both players, it can be seen that both of the challengers in this grudge match were relatively evenly matched. With only one point difference between each of them, it is not surprising that the rounds took so long to play. For the most part with both competitors possessing Dodge and a CD score of 6, for the most part shots were fired, dodged and then the same happened with return fire.

Simply looking at the results, it would appear that the game was nothing more than a whitewash. This is not the case, and it should be highlighted that had the dice fallen differently the game could have easily been claimed by the Grand Master of Balance or have followed into the fifth round.

I wish to thank all of those involved in co-ordinating this initial grudge match and anticipate many more entertaining exchanges between characters within the Void and Celtos systems.

Written by Andrew Starling

i-Kore Centurion to Coventry, England

Grudge Matches may be suggested via fl_blade@hotmail.com

Building a four horsed scythed chariot of DOOM

For a while now I've wished we had the time to go ahead and get Kev to develop a four horsed scythed chariot but the need for new races for Celtos has held this little project of mine well back. So when we talked about reviving Battles with Miniatures in a fit of madness I thought wouldn't it be a good idea. Well as with everything something that started as a "quick" conversion ended up as a three-dimensional version of War and Peace except that it was a wee bit warmer in my flat than on the Russian front.

So onto the task at hand. Since the two -horsed chariot had a male crew I decided to give this war machine the benefit of warrior women.

So to start with I looked out Titania sword maiden, the female standard-bearer, the female musician and Clidna, without her bearers. In addition I had the original chariot boxed set but I acquired duplicates of the horses and the yoke. I also laid my hands on the spear section from Brennos Iron Spear, the shield from Rhianna shield maiden and a couple of skeleton and flesh eater heads to decorated the new standard I was going to make.

First of all I started with the horses. I was going to keep the two basic poses the same but I had to modify the duplicates.

For all the horses I decided that the manes were a little bit flat and lifeless so I wanted to add some life to them. I did this by first taking a set of long noosed pliers starting at the end of the mane and squeezing and then twisting them to one side as I pulled it out from the mane. Then I repeated the process slightly further up the mane but I twisted it in the opposite direction. In this way the mane looked as if it was moving from side to side. After I completed this all along the length of the mane I then took a pair of cutting pliers and snipped V shaped incisions all along the mane to lighten it up. Finally I took a sharp craft knife along the length of the mane cutting from the horse's torso out towards the ends of the mane. This created an effective hair like texture. I textured the tails in a similar way.



For one of the horses I cut the head from the base of the neck towards the mane along the outside of the strap. I then cut back the neck so that I could re-position it. I then drilled a hole with my pin vice in the torso and then reattached the head in a rearing back position. I then filled in the gap with white milliput and sanded it smooth when dry. With a pair of pliers I pulled the back legs further back and brought them together and then bent the front legs back. This gave the impression that the horse was rearing.



For the other horse I moved the leg positions slightly with my pliers. For the head I cut into it from one side almost right through but not quite. I then pulled the head far to one side. I then filled the gap with milliput and sanded it smooth when dry.

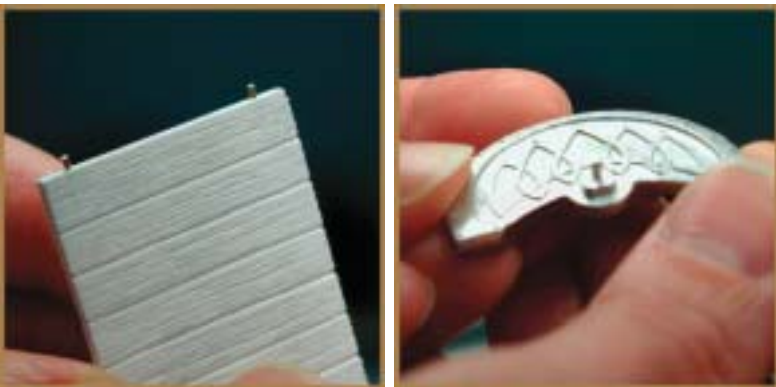


In addition to the horse mane details I added a plume to each. To do this I simply drilled a hole in the top of the horse's head, with my pin vice, and attached an L shaped piece of wire. For the lower part of the plume I wrapped it in milliput as if it were a leather or cloth collar. For the hair sticking out of the top I used green stuff and detailed it with a craft knife when it was still wet.

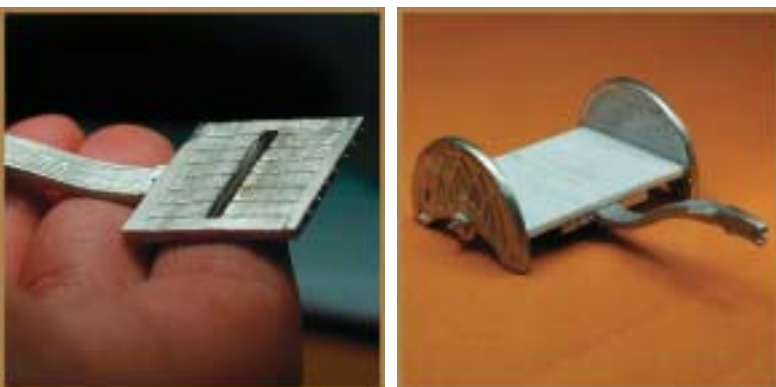
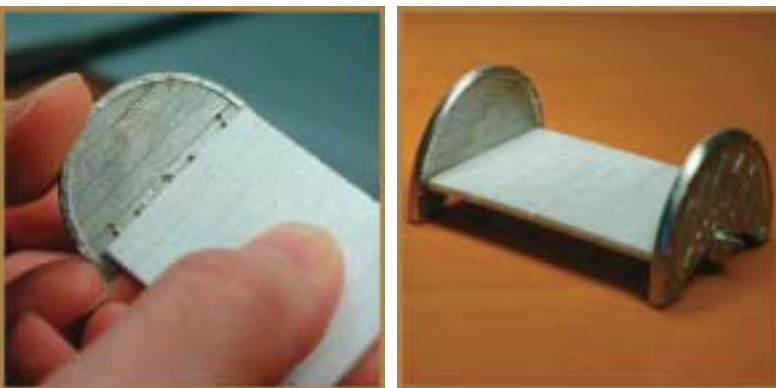


For a final detail I took some 15mm figure shields from the Xyston range and added them as bronze plates to the strap that runs along the breast of the horse.

Seeing as I was going to give the chariot four crew I needed to make the platform bigger. I used the original chariot base for the beam but I cleaned all the details from the base of the chariot in order to attach a larger new one. For the base I cut a piece of plastic card 45mm by 35mm. With a craft knife I cut grooves to form the planks and then I lightly starched extra wood grain detail into it. I then drilled and inset two small pins at either end in order to attach them to the sides of the chariot.



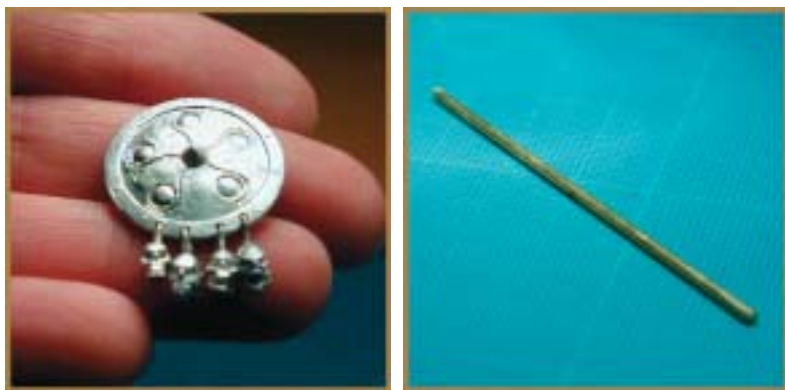
For the chariot sides I just drilled two corresponding holes to take the pins from the new base. I then glued them together with two-part epoxy for added strength. I then glued the original base to the bottom of the new base with two-part epoxy.



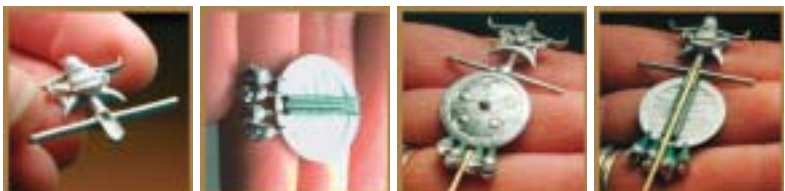
For the scythes I cut two crescent shapes from plastic card and attached them to a piece of hollow plastic tubing with liquid poly. I then put a piece of wire in the far end of the tube and filled it with green stuff to look like a spike. I repeated the process for the other wheel. For the axle pins I cut them down a bit so that they snugly fit around the inside of the plastic tube on the scythes, the plastic tube in turn was fitted inside the original wheel holes, they needed a wee bit enlarging with a craft knife.



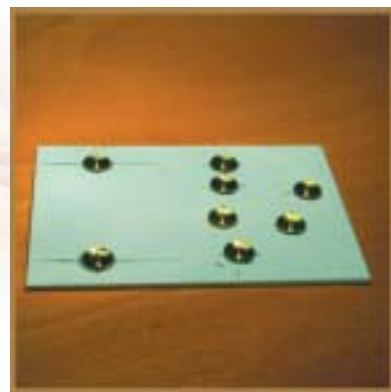
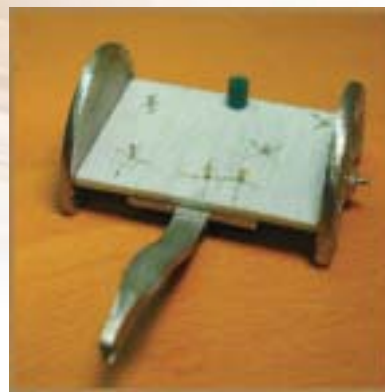
For the new standard I took the large shield and drilled four small holes in the rim. I then took my skulls and heads and drilled a hole in the tops of these and glued a piece of wire in them. The wire was then fed through the holes in the shield rim and glued in position. For the banner pole I cut a length of brass wire.



I hollowed out the back of the Mother Goddess banner head so that the wire fitted snugly. I then glued these together with two-part epoxy. In order to locate the pole properly to the back of the shield I placed a role of green stuff along the length and then pressed the banner pole into it. Once the green stuff set I cut it back and then glued the banner pole in place. I then covered the wire from the skulls in green stuff and modelled it to look like hair.



I intended to locate the banner in the back of the chariot but attached to the base. Because the banner pole would be very high and prone to damage when transported I wanted to be able to remove the banner. I solved this by drilling a hole the diameter of the banner pole into the base. I then took a roll of green stuff and cut it into a short cylinder. I drilled a hole in this, again the diameter of the banner pole. I cut another shorter length of green stuff and glued it under the hole in the chariot base and then glued the other above it. Because the green stuff is still a bit flexible it had the effect of gripping the pole when it was located but remained reasonably easy to remove.



For the yoke I simply drilled holes in an end of each of the originals and attached them together with a piece of wire. The spear rack was slightly trimmed so that it would fit better in the chariot.

For the figures I removed all the base tags and drilled holes in each of their feet to facilitate secure positioning in the chariot.



For the standard bearer I attached the spearhead from the original chariot hero in place of the Mother Goddess standard head. I then twisted her sword arm around slightly to give a more dynamic pose. For Titania I brought her shield arm slightly forward as if she held the reins for the horses and trimmed off the shield locator plug. I left Clidna and the musician as they were.

I then positioned the figures where they would be in the chariot and marked them with a pencil and then drilled holes to take the pins that would hold their feet.

For the base I cut a larger piece of plastic card 120mm by 85mm. Then I positioned the chariot on the base and marked where the horse's feet and chariot wheels would be. Now John Grant gave me a great tip for pinning the pieces to this plastic card base. Instead of using wire, which would not have much of a purchase on the plastic base, he suggested using drawing pins. This has the advantage of giving a large gluing surface for the pin to the plastic base and thus a stronger bond to the chariot. So I drilled holes in the horse's feet and the chariot wheels the diameter of the pinheads.

All that was left to do was to undercoat the components white and its ready for painting. All going well you can read about how I did it in the next issue. Something tells me that this was probably the easy part!
See ya
John





Four horsed scythed chariot of DOOM

Void 1.1: A New Perspective

Part 1

What we are attempting to do.

When it was announced that Battles with Miniatures was returning we started to brainstorm for article ideas. I have always enjoyed talking to people about collecting armies and why certain units were picked before others and I suggested that maybe we should do an article focusing on How To Collect a Void Army, little did I know I would be volunteered to take part.

In this article we will explain why we have selected our respective forces and how we would like to progress them over the coming months.

To move away from the usual 2 player battle we have decided on 3 players and as such all 3 forces will have to fight on the same table at the same time.

This adds a different twist to army selection, if you pick units that are strong against 1 of your opponents there is a good chance they might not be as effective against the other.

After finding another two suckers, I mean volunteers to take part in the article we decided that we should start with a 500 point force and then increase this by 500 points a month until we have around 2000 points each. Eagles of the Golden Sun

I have been a VASA player since I first entered the Void universe but have never got round to painting the units that I really wanted in the army, Ok I've painted a couple of dozen Birds of Prey but they are really cool.

I decided to call my force the Eagles of the Golden Sun as I had an idea for a quick yet effective paint scheme, thankfully it seems to have worked.

Before going into my army selection I felt it would be useful to describe how I view each unit in the VASA force book so that you can better understand my reasoning. Of course these are my thoughts and I make no promises to the sanity of my logic.

Suppressor Squads

The core of the VASA army. The standard Suppressor is a mere 2 points more than a Marine but has the advantage of a close combat weapon, +1 toughness with a shield and the Suppressive fire ability.

Add to this that they have access to the Sniper Rifle and Grenade Launcher they are equipped to deal with most situations, excluding heavy armour, but there are other units to deal with that.

Colonial Marines

I find it hard to place this unit in my VASA army as they have no specific role, and that may be one of the strengths of the unit.

I prefer to have dedicated units that are there to do a job so that there is no slithering about what the unit should do once the game begins. This tempts me to equip a Marine unit with 2 Rocket Launchers and use it in an anti-armour role, but then I feel I am wasting Gauss Rifles and having to make more command checks to shoot elsewhere. As it stands I will stick with Suppressors and use other units to fulfil the anti-armour role.

Suppressor Units make up the core of VASA's military ground.



VASA Militia

Another grey unit. I really love the idea of the mass hordes of Militia accompanied by Suppressors swarming the enemy, but why not play Junkers then. This is the one unit that can outnumber the hordes of Ironglass, no mean feat I can tell you as the Convicts have a reduced price in the new Force Book.

With good combination possibilities (Grand Master of Fury anybody) this has the potential to be a very powerful unit and a nightmare for any opponent to counter, too many to shoot and who wants to get into combat with them.

Although I am not sure of this unit I do have a desire to use them and they will accompany my force to battle in the near future.

Shuriken Guard

Expensive. That is the first thing you notice about the Shuriken Guard, but it is a justified cost. I've not mentioned anything about unit sizes so far, I always try to

field the maximum unit size unless they are using a transport, especially with expensive elite troops as small numbers usually die in a hail of fire.

When taken as a 10 strong unit they are more than a match for any infantry on the table, with 40 shots and 20 attacks you can usually guarantee 2 dead units when they attack. Combine this with Jump Trooper and you are guaranteed to be attacking on your terms as well, and being double armed and having Shock Trooper the attack will hurt.

And might I add that they have the ability to get your Void Knights to any part of the battlefield double quick.

Black Legion

The quintessential VASA unit. I suspect very few VASA players will not own a unit of these killing machines. Equipped with the Ion Lance this is another unit capable of destroying or at least ravaging 2 enemy units per turn. With 20 shots and 20 attacks they are on a par with Shuriken Guard due to the increased strength of the weapons.



Shuriken Guards are the elite jump troopers recruited from the ranks of VASA's Black Legion Special Forces

Black Legion are VASA's veteran shock troopers

Archangels

How to fit Archangels into a cohesive force, a question many people have asked. Looking at their abilities they are quick and have a slightly increase SH value, a bit of a contradiction there. They are no good at combat so they want to stay away from the enemy, they have the speed for that but in doing so incur a -1 and possible -2 shooting modifier. Therefore you stand still and fire at the increased value, sounds good, but at 33 points a figure it is an expensive Gauss Rifle unit.

The answer, Assault Support. Although they are not by any means a fighting unit when they are used in conjunction with Black Legion or Shuriken Guard these women are excellent. After all they are still Jump Troopers and if they pass their test on an assault you cannot counter charge.

I use them to hold up any units that can threaten my vulnerable shock troops as they tend to be left in the open after an attack, and as long as the Archangels survive a turn in combat the shock troop unit is then free to assist them.

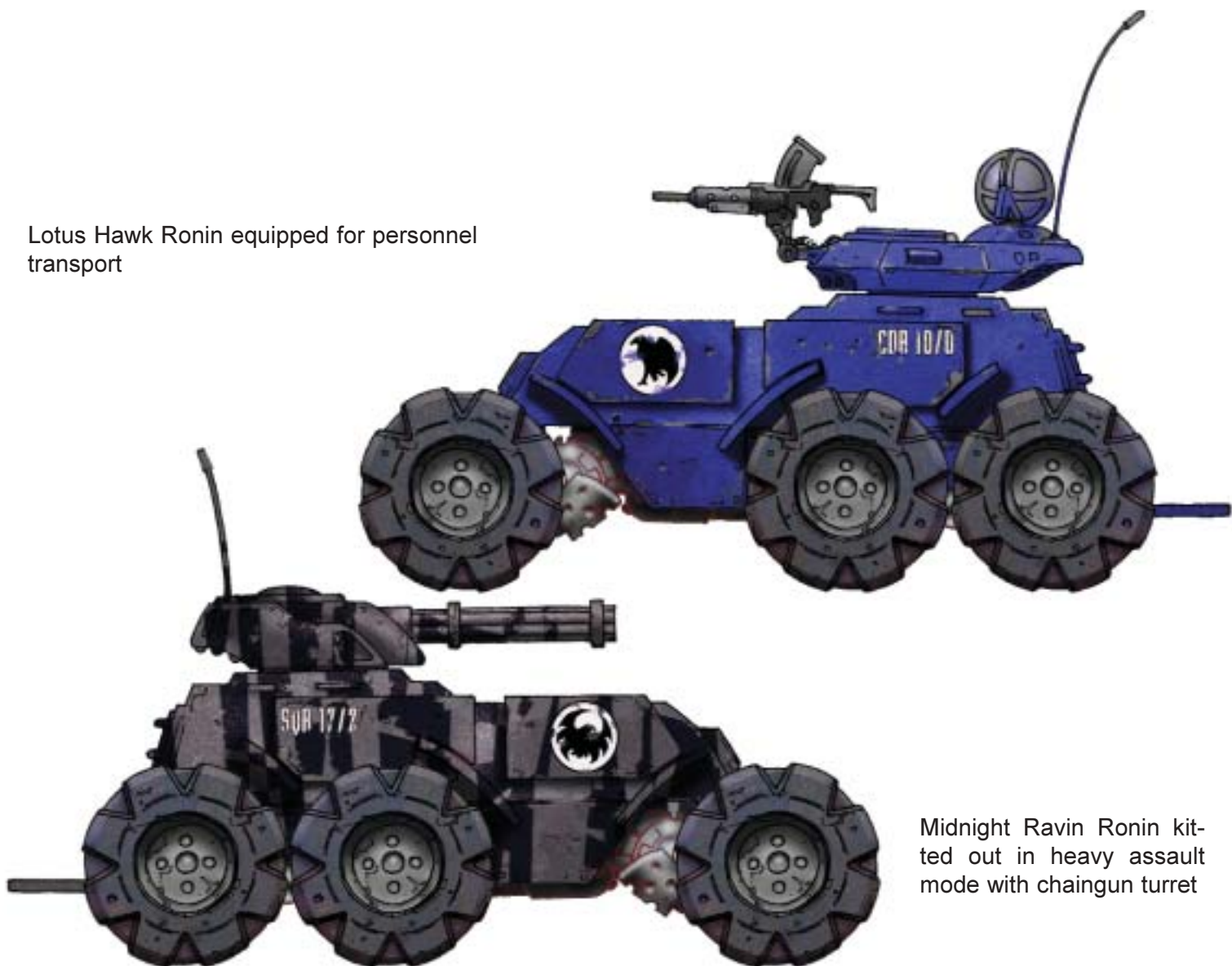
Ronin APC

Probably my favourite tank in the game. I use them as they come in the box, with a mounted Gauss Rifle and usually an Electro Hull. This makes for a cheap transport that has reasonable firepower and can at least stand up for itself in combat.

The Chain gun option does not appeal to me as it offers a slightly improved fire rate and Suppressive fire, personally I do not want to waste a tank pinning the enemy down, I would rather kill them. This leads to the Grenade Launcher, a large template that has a +1 to hit at short range, what a devastating weapon, but as I have probably unloaded troops at this point I don't want to risk the template scattering onto them. I know it can be avoided but it starts to limit the tactical flexibility of the pair.

As for upgrades I have already cast my vote for the Electro hull, the Bull Plates only protect the front of the vehicle and I tend to move as far forward as possible, turn 90 degrees so as to unload 4" closer to the enemy again. This leaves the flank exposed and as for the Flail, I find it a one shot weapon. After the enemy closes around the flank it is all over.

Lotus Hawk Ronin equipped for personnel transport



Midnight Ravin Ronin kitted out in heavy assault mode with chaingun turret

Shoguns

Now we are talking. This has to be my favourite unit in the game. Large robots with sword and shield. Shoguns are a terrifying opponent, in groups of 4 they have 8 attacks each doing 3 damage dice each and they can also absorb a reasonable amount of return fire. Add the Jump Trooper ability and you have a unit that every opponent I have faced starts to worry about, never mind the fact I like to field 2 or 3 units of these.

Crucifiers

Another grey area for me, a model that excels within the short range band but lacks the speed to get there with any haste.

I see the Crucifier as a good support for an infantry based army where they will all be moving at the same speed and the sheer amount of dice that the Crucifier rolls will be crucial to the outcome. I like fast armies though and because of this my Crucifiers will rarely see the light of day.

Typhoon

Now I will be a hypocrite. I have just said that the Crucifier is too slow and I will now praise the Typhoon. The reason is that it is not required to move quickly, it is designed for long-range support.

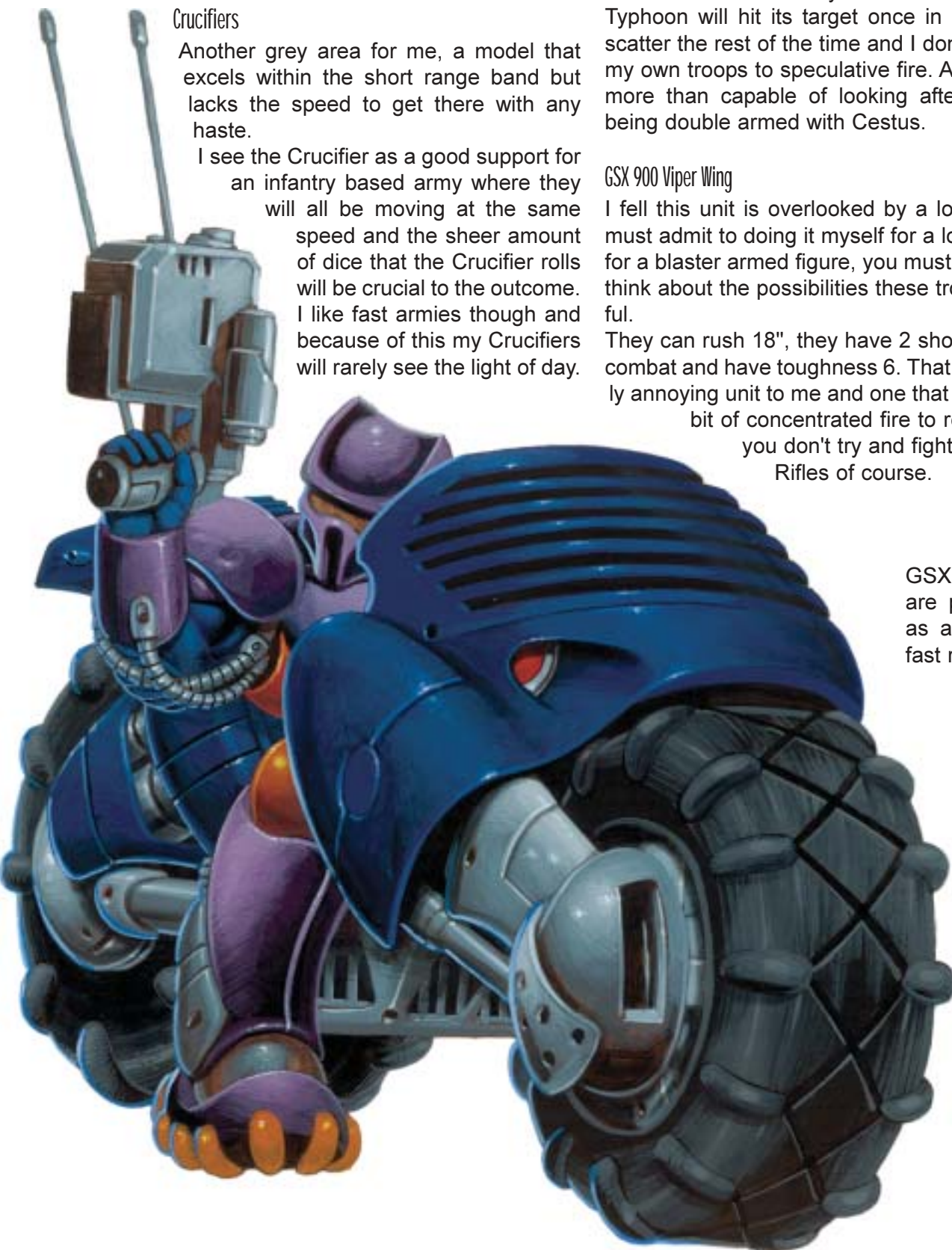
I use it to distract my opponent and try to activate units by making them evade whilst my Jump Troopers get into position, of course once they are close to the enemy the Typhoon stops firing and heads at full sprint for the nearest enemy. The reason for this is the Typhoon will hit its target once in a blue moon, and scatter the rest of the time and I don not want to loose my own troops to speculative fire. Also the Typhoon is more than capable of looking after itself in combat being double armed with Cestus.

GSX 900 Viper Wing

I fell this unit is overlooked by a lot of players, and I must admit to doing it myself for a long time. 37 points for a blaster armed figure, you must be mad, but if you think about the possibilities these troops are very useful.

They can rush 18", they have 2 shots and 2 attacks in combat and have toughness 6. That sounds like a really annoying unit to me and one that is going to taken a bit of concentrated fire to remove, as long as you don't try and fight people with Pulse Rifles of course.

GSX 900 Viper Wings are primarily deployed as advanced recon or fast response units



Void Knights

I will break this category down, as these warriors deserved some special attention

Fury(KoF): He is power armoured and has an Ion lance and Blaster(Don't know what the blaster is for). I use the KoF to lead Militia units where his abilities cover the weak points of the unit, such as armour penetration, to hit bonus and multiple attacks. In this role he is in his prime.

Balance(KoB): I consider the KoB to be the weakest of the Void Knights as he is good at sniping and will kill most people he faces in combat but only 1 at a time. Where the KoF and the KoS can aid units the KoB can do no such thing. I have my snipers covered in my Suppressor units and the Black Legion, Shoguns and Shuriken Guard cover the combat area leaving the KoB out on a limb. Possibly a good choice in a small game where his abilities are less common.

Spirit(KoS): A saviour to the Suppressors, a squad should never leave home without one. With the ability to prevent a lot of damage and also activate enemy units the KoS is in my view the most powerful of the Void Knights, or at least the most useful. At level 3 they offer heavy armour 6 to a unit, combined with the already increase toughness of the Suppressors an opponent needs a lot of firepower to remove this threat.

Major Kali

Kali is a good character to add to a squad of Colonial Marines if they are already equipped with a Chain Gun. The option of having 2 Chain Guns and a Grenade Launcher in the same unit can cause problems for most opponents, as they need to divert heavy armour to guarantee success.

Lieutenant Kaneda

It will not come as a surprise to anybody that I am a strong supporter of Kaneda; he is after all a suppressor. He is immune to panic, always good, and has a suppressive fire rating equal to 2 ordinary Suppressors. He is a good addition to any army, and the new figure is cool.

Captain Zed

This guy gets my vote as the top Black Legion character. Double armed, Shock Trooper and Jump Trooper combined with the fact that one of his weapons is an Ion Sword and he has 2 attacks; this man is a combat monster. Step aside Commander X.

Commander X

Well I think you know my feelings about this one already. Commander X is a good character with a lot of strengths (she does get 4 attacks with Strike First after all) but I just cannot place her over Zed.

Hero & Leander

I must be honest and say that I have not had much experience with this pair yet as at just less than 100 points I cannot justify the mounted Chain Gun. You will notice that I never rant on about Chain Guns and I suppose that is because I expect more from them than they ever deliver.

Hero and Leander have fought for me on a couple of occasions though and with a SH value of 6 they add a good punch to a Viper unit, although they are not as tough.

Knights of Balance are spies and assassins beyond compare



Guardmaster Takaji

Never before have I wanted somebody to field an army of Militia against my one character to see how many I could kill before the inevitable happened. Takaji has an immense 6 shots per turn at SH value 6, and is a Jump Trooper.

A must if you are fielding Shuriken Guard.

Captain Akemi

Well, what can you say about a Shogun that carries 2 Ion Katanas, has a Negatron Shield as well as 2 attacks that do 4 damage dice each.

If you ever want an anti-armour unit take some Shoguns and include Akemi, even a Tiger is going to fall.

I have done 2 conversions for this character, one for each of my VASA forces. (Home and Away strips)

Adam's Selection

So there you go, some of you may agree, those with any common sense will probably disagree.

Recruiting my VASA force.

This is actually quite hard for me due to the fact that when I started playing Void with my fellow club members our first battles were a minimum of 1000 points per player and they have grow substantially since, therefore I have grow accustomed to including most of the troops I like.

With only 500 points to spend and knowing that I would be facing Junkers and Viridians I decided to first analyse their strengths and any possible weak points.

Junkers: As Tom is using the new list I have a good feel for where the Junkers are, massed troops with deadly short ranged weaponry. Oh yes, and a very nasty piece of long ranged weaponry. I need to stay mobile against them and if possible engage from a distance.

Viridians: Moray is well versed in the use of the Viridians and I am not sure how he intends to play them. I have a feeling he will surprise me but I will work on a worst-case scenario.

Viridians excel at long-range combat with lots of support weapons; the problem arises in that they also have top quality assault troops in the Shock Marines, Behemoths etc.

I need to be mobile to avoid the majority of the firepower but also hard hitting enough to survive the assault troops.

My immediate problem here is I now face an army that prefers short-range combat and another army that prefers long-range combat. If I pick support units to engage the Junkers they will come up short against the Viridians and vice-versa for assault units.

The Final Decision

The one common denominator in the two breakdowns was mobility, the one thing that VASA cannot be matched at, even by the Koralon.

My first decision is made then, Jump Troopers are a must. I also need them to be good assault troops capable of fighting the best that the Viridians can field whilst being able to fend of a swarming unit of Legionaries. So, Jump Troops that are hard hitting and tough, Shoguns fit that description, with a toughness of 7 to the front and Heavy Armour 3 they can take some punishment.

I also need ranged combat then, as the Shoguns are assault only. As I talked about in the unit description I tend to use large units of Shoguns but at 256 points 4 Shoguns are look expensive to me right now.

I decide on 2 units, both with 3 Shoguns allowing some room for casualties before reducing the fighting effectiveness too much.

This left me with 116 points and to stay in theme I decided on a Typhoon, a large template against Junkers is just too tempting and although it never hits it may provide enough covering fire for my Shoguns to advance.

This leaves me with 33 points that I will carry across to next month, hopefully I will get some foot troops to support my assault, but that is another story.

Assault Wing Ruyuki: 3 Shoguns

Assault Wing Shengati: 3 Shoguns

Support Wing Naganummi: 1 Typhoon



The Night of Mad Painting

Having decided on my force I then had to paint it and although we have a month in which to prepare for each article I left it to the last minute as usual to paint the figures, I spent too much time drilling out legs converting Typhoons.

My paint scheme is very basic but effective when the force is assembled on the tabletop, at least that is what I keep telling myself.

Moray's Selection

I've been at I-Kore probably the longest out of the three of us and if there's one thing I've learnt about working for a miniatures company. Just because you're surrounded by miniatures all day long, still doesn't mean you'll get more painting done. So when Adam approached me to work on this article I jumped at the opportunity thinking I would be allowed some extra time off to prepare. How wrong can one man be?

I selected to play Viridians as I have always been a champion for saurians. Flicking through the force book I decided early on that I wasn't going to play typical Viridian army with primarily marines and comandos backed up with mortars and shock marines for close assaults. No, this was going to have to be special.

Troop selection

First of all lets look at the armies I'm facing. Tom with his Junkers provides me with a foe that is numerically superior, but probably slow with no strong ranged ability. Essentially a force that is, dangerous in close, not so dangerous at range. Conversely Adam's VASA will be super mobile with average ranged ability. I'm willing to bet good money he'll invest in a Shogun or two in game of this points level.

So I need an army that is capable to cope with both a slow moving tide of foes and an ultra-fast assault probably backed with decent support. I'm going to need a means to pound the tide from afar while deter any opportunistic strikes.

Fire Support Behemoth

Enter the Behemoth. A fire support Behemoth. The Fire Support Behemoth combines a great artillery weapon with a couple of mounted chain guns to deter infantry from getting to close. Of course if they do I also have the advantage of having three attacks with a ludicrous number a damage dice. I shall name him Tiny! He will be the centre piece to my force, at range he'll be able to pound away at the swarms of Junkers and should be threatening enough that small units will avoid closing on him.

Assault Marines

Proud of my investment I suddenly realise over a third of my points are tied in a large target everyone would like to see dead. My next choice will have support Tiny and deal with any unwanted attraction. Assault Marines offer fantastic medium range shooting with a good choice of support weaponry. I elect for a large seven-man squad supported by a flamethrower in case I end up to close to the Junkers.

Fenrir's Assault Marines

With not too many points left I need to select another squad. I know realistically a mortar is out of the question as it will leave me too open and I will lack mobility. I decide to give the Fenrir's a chance. Their berserk charge ability means that any jump troops with think twice before attacking. Also if I do end up close and personal I definitely have the advantage when I charge. Unfortunately cost wise I can only get five without the support of a sergeant or axes, maybe next time.

Overall

With 499 points spent I have to comment that I'm proud of this little force. It's highly capable of delivering a volley of accurate and in one case devastating firepower without being too weak in close. If Tom can close though I'm dead meat and if Adam is specialising in a mobile force I'm also in trouble. The key is Tiny, keep him alive and dangerous and I have a chance.

Painting, gluing and so on

With the metal in hand I'm ready to get started. Two problems. I'm a slow painter who insists in doing a certain level of detail for every fig. I also have the attention span of a hamster.

So with two weeks it's a close call. Only regular prodding by Adam and several late nights get the job done. The bases are a little mismatched as I used dried out bark shavings to create a woodland floor affect for most of my troops, but the Behemoth used up the most of it. I had to be content with normal gravel for the Fenrir's. Still, the old fashioned green colour scheme holds up and I'm happy with the result considering I haven't painted in a while.

Now all I can do is hope the gamble pays off.

Tom's Selection Clangers Army

Sometimes I should think before opening my mouth. When Adam asked if I would like to make an army for BWM. I obviously jumped at the chance. With the new Junker Army book to be released soon I thought this would be a cracking opportunity to build the Junker horde I had always secretly desired. Only two things stood in my way I only had 2 weeks to con-

struct and paint my hordet and the talented folk in the design studio haven't released sculpts for the most of the new Junker units yet. Picking Junkers was proving to be a double edged sword with an extra couple of edges for good measure. Not only did I have over twice the amount of troops to paint, I would have to some heavy converting if I wanted to field a legion to strike fear in to the heart of the steeliest SPOM. Many innocent legionaries fell under my cruel modellers blade but a fortnight of burning the midnight oil and I have the beginnings of a mighty legion.

Force Construction

No Junker Army is complete without a solid core of legionaries. I decided to go for an 8 strong unit. To this I added a centurion to boost the appalling moral and a Vulture standard. Spending over 10% of my total points on one model is a risk. I know all too well how a well-placed sniper shot can ruin your day. Hopefully I would be able to keep him out of harms way until I was ready to strike. 20 shotgun blasts at short range will make a mess of all but the toughest unit.

Next I went for 8 legionary lancers with a centurion. They have the ability to fire up to short range with armour piercing 5, the lancers should make short work of any battle suit or tank that happens to blunder in to their path. When I have a few more points to spare I may invest in a standard for this unit too.

So I now have 2 large units one capable of decimating infantry the other are tank buster extraordinaires. I need some armour to support them, so I opt for a small unit of exo-suits. 2 grape gunners a flamethrower and a sergeant are quickly added to the roster. The exos are the closest the Junkers get to an all round squad. Good armour and toughness, superb in a short range fire fight and not to shabby using their cestus on close combat.

Low leadership is always the bane of any Junker commander. The last thing I wanted to see was my troops running for the hills at the first loud noise. I have always had a soft spot for the lictor (enforcer) models. Not only do they look super cool in long leather coats they ensure any panicked unit quickly realises the error in its ways

All in all a good balanced core force which lacks mobility but more than makes up for in with firepower and strength in numbers. With the next 500pts I will probably beef up the exo-suit unit and throw some suicide bombers in to mix. For now I am happy I can give as good as I get. For Ironglass!

8 convict legionairs + Sgt + Vulture Standard

8 convict Lancers + Sgt

2 Exo-Suits + Sgt + Flamethrower

1 Lictor

The Game

It was now time to play our very first mission, we decided on a take and hold objective to allow for a more tactical game. At the end of 6 turns whoever held the objective won.

I had mixed feelings on this, yes I had the speed to move in on the last turn and take the objective or a least force a draw but if I wanted to win it was obvious that my Shoguns would have to cover a lot of open ground.

It did not help when Moray produced a Fire Support Behemoth from his bag, if only I had kept all their stats at 1.

I decided that my tactics would be to advance under cover and eliminate the Behemoth as quickly as possible and then worry about Tom who would be very close to the objective.

The Set Up

After placing the terrain each player was given a designated set up area 25" from the objective and we rolled to see who would set up first and then placed alternate units, to the Junkers advantage of course.

Turn 1

Initiative Order: Adam, Moray, Tom

I had won the initiative and quickly move Assault Wing Ruyuki into the cover of a nearby building that would protect me whilst I closed on the Behemoth, using the buildings height to prevent any speculative shots being dropped on them.

Moray advanced the Behemoth towards the objective but decided to attempt a shot at Assault Wing Shengati instead of the massed Junker Hoard in front of him. Luckily for me he missed with the Howitzer and the Mounted Chain Guns bounced the Shoguns Negatron Shields.

Tom then rushed his Lancer unit towards the objective, trying to get an early advantage whilst Moray held my attention.

Having narrowly escape death Assault Wing Shengati jumped behind a second building, again tying to close into assault range.

Having deployed on the wooded hill Moray had to rush his Assault Marines through the wood in an attempt to join the battle

Still lacking any targets Tom rushed his Exo Suits towards the objective in support of the Lancers.

It was time for Support Wing Naganummi to show what it was made of and it launched a speculative shot into the Legionary squad that was lurking at the rear of the Junker army and managed to score a direct hit with a 10. Luckily enough the Legionaries had not activated that turn and rolled the 7 required to evade

Lacking any targets Moray decided to rush Fenrir's Assault Marines along a valley and stopped in the mouth, ready to fire next turn.

Tom finished the move by moving his Lictor forward to keep an eye on the assault force.

Turn 2

Initiative Order: Moray, Adam, Tom

Realising that his Behemoth was in Assault Range of Assault Wing Ruyuki Moray quickly move it towards the advancing Legionaries and away from the Shoguns. In another display of crack shooting the Howitzer landed on top of the Lancer squad, another roll of 10. The Lancers failed to evade but Morays luck deserted hi and he only killed 4.

I was still reluctant to move into the open with a Howitzer Cannon roaming about so I continued to move Assault Wing Ruyuki around the building they were using as cover and into a position that the could attack from next turn.

Tom then took the offensive and moved his Exo Suits towards Fenrir's Assault Marines and opened up with his Heavy Grape Guns. The distance was still too great though and no casualties were inflicted.

Unhappy about the unprovoked attack Moray returned fire on the Exo Suits with Fenrir's assault Marines and although he wounded the shots could not get through the Junkers heavy armour.

Hopping that I could continue to pin down Tom's Legionary squad I launched another salvo from Support Wing Naganummi but the shot flew wide blowing a hole in the building the were standing beside.

Playing for time Tom then rushed his Lictor forward to ensure that he would be able to support the Junker units should they start to doubt their loyalty to Ironglass.

Moray then continued to rush his Assault Marines towards the objective and he finally cleared the woods and they were now in a position to support the Behemoth.

Since the Behemoth had advanced towards the Junkers there was a blind spot available for Assault Wing Shengati to advance forwards towards the objective, so they took it.

Tom then finished the turn by rushing his Legionaries forward and back into the fray.

Turn 3

Initiative Order: Adam, Tom, Moray

With am imminent clash between the Viridians and Junkers I decided that it would be in my best interests to aid in the destruction of the Behemoth and to this end I targeted Fenrir's Assault Marines with Support Wing Naganummi in an attempt to reduce Toms targeting options but again the salvo missed and scattered into the wilderness.

Tom then decided to fire his Legionary Squad at medium range on the Behemoth and with the Vulture Standard he was getting 20 shots. In an average display of dice rolling he got nine hits but then the miracle came. Needing 9+ to wound he rolled 5 wounds, enough to kill the Behemoth outright and all that could



Knights of Spirit are powerful psychics, able to plant telepathic suggestions, predict the future and even manipulate matter with their minds

stop him was Moray's heavy armour rolls. Luckily 3 saves were made and no critical were caused, but the Behemoth was starting to look vulnerable.

Moray returned fire on the Legionaries with the Fenrir's Assault Marines but failed to wound any of the shielded convicts, he was obviously holding the Behemoth back to see what happened.

With the Legionaries having already fired I moved Assault Wing Shengati towards the objective, aware that if Tom won the initiative next turn they would not survive.

Desperate to kill the Behemoth Tom advanced his Exo Suits forward and fired 2 medium range Heavy Grape Gun shots with both hitting and both wound. Moray could not believe Toms dice but managed to save 1 of the wounds. As the Behemoth had suffered 50% wound loss it had to test for Rampage as well, but passed.

Moray then decided to fire the Behemoth before anything happened to it and he target the Exo Suits, the Howitzer missed but managed to kill 1 Lancer causing the squad to panic, but in a flurry of bad dice all the Mounted Chain Gun shots failed to wound the Exo Suits.

Having already played an all or nothing with Assault Wing Shengati I decided to do the same with Assault Wing Ruyuki and jumped them towards the Behemoth whilst using a rock spire to shield them from the Assault Marines. If I came last in the next initiative I could lose both squads of Shoguns.

Tom decided to get tough on his army and his Lictor executed a Lancer to rally them.

Infuriated by his inability to kill the Exo Suits Moray advance his Assault Marines towards the objective and opened fire on the armoured Junkers once more, and even though the dice were still against Moray one of the Exo Suits finally succumbed to the onslaught and fell.

Turn 4

Initiative Order: Adam, Tom, Moray

After risking everything on this turn I was overjoyed to win the initiative. I immediately decided to advance Assault Wing Shengati towards the Behemoth and then jump into close combat with the monster. After successfully passing the jump test all 3 Shoguns hit with both attacks resulting in 12 damage dice requiring 5's to wound. Needless to say the Behemoth did not receive any return attacks, but Assault Wing Shengati was now left standing metres from an angry Assault Marine squad.

To then proceeded to fire his Legionaries at Morays Assault Marines resulting in 2 dead Marines.

Moray was out for revenge and started by firing his flamethrower into Assault Wing Shengati, killing a Shogun. The following Gauss Rifles shots failed to cause any wounds, much to my relief.

I now turned my attention to the Legionary squad as I now considered that the biggest threat on the table.

Support Wing Naganummi launched a speculative salvo at the squad, knowing that they could not evade. Unfortunately something must have been interfering with his systems as the shot once again landed well outside the battle area.

Tom then decided to cover his Legionaries by using his Exo Suits to block a gap between the objective hill and a small rock spire, the only LOS possible to the Legionaries from Morays units. Once in the gap they fired at Fenrir's Assault Marines but failed to cause any damage.

Moray then decided to continue this battle of the galaxy's most inept marksmen by returning fire with Fenrir's Assault Marines and again no damage was caused.

To finish of the turn I then used Assault Wing Ruyuki to engage Morays Assault Marines. In my worst display of the battle I only killed 2 Marines but took no damage in return.

Turn 5

Initiative Order: Tom, Moray, Adam

Seizing the initiative Tom advance his Exo Suits and proceeded to fire into the combat between Assault wing Ruyuki and the Assault Marines. Not caring who he killed he managed to take down 1 Shogun and 1 Assault Marine.

Moray was still intent on killing the Exo Suits and once again fired Fenrir's Assault Marines at them, this time he was rewarded with another dead Exo Suit.

Time was running out and I needed to try and reduced the number of figures in the Junker force so Support Wing Naganummi once again targeted the Lancers and to everybody's surprise, missed.

Tom then continued to fire into the combat between the Shoguns and Assault Marines but this time with his Legionaries. Finding it tough to wound the Shoguns with shotguns at medium range he only caused 1 wound on them but he also killed the Assault Marine Sergeant who was the last Marine. The Shoguns were now free.

I decided that if I could not shoot the Legionaries then I would just have to beat them up in combat. Assault Wing Ruyuki jumped across the objective and engaged the Legionaries in combat killing the 4 that they were in contact with.

Tom then retaliated by firing his Lictors Autopistol at a Shogun for Assault Wing Ruyuki, but failed to wound.

Knowing that there was only 1 turn left and that Moray could not get Fenrir's Assault Marines to the objective in time I had to decide between attacking the Legionaries or Lancers. I decided on the Legionaries, as the Lancers had a better chance of destroying me I thought I should take the easy kills first. So Assault Wing Shengati swooped in on the Legionaries as well killing another 4 that were in base contact and panicking the unit.

Tom then decide to take a risk and charged Assault Wing Shengati with the Lancers but managed to miss

with all his attacks. In return one of the Shoguns managed to kill 2 Lancers even although they were swarming him and causing a -2 to hit modifier. The Lancers then panicked and fled as there was only one survivor.

Turn 6

Initiative Order: Adam, Moray, Tom

I now needed to clear the objective and claim it for myself so Assault Wing Ruyuki jumped on the last Exo Suit and quickly dispatched him.

Moray then decided to try and at least deny me the objective by firing Fenrir's Assault Marines at Assault Wing Ruyuki as they were the only squad on the objective. He succeeded in killing 1 Shogun but that was not enough.

Tom then tried to rally his Legionaries but with the close proximity of the Shoguns they failed and fell back to the Lictor.

With Assault Wing Ruyuki holding the objective the only enemy that could threaten the objective was Tom's Lictor so Assault Wing Shengati jumped over the Legionaries and close on the Lictor from behind, crushing the life out of the oppressor.

All that was left to do was try to kill Morays Fenrir's with the last shot from Support Wing Naganummi but true to form the shot missed.

And so ended our first battle.

Conclusions

Adam

Well, the Shoguns certainly paid for themselves on the table. Although I was left with 3 Shoguns and a Typhoon this game was a lot closer than it looks.

During turn 3 I put everything on the line in the hope that either I would win the initiative of the shooting would be poor, thankfully I won the initiative and literally got the jump on people.

Morays inability to roll even average dice throughout the game may also have had some bearing on the result. Combine that with my Shoguns never failing a test and hitting probably 90% of the time and it starts to make even more sense.

Tom also played a sound game and came close to bringing down a Behemoth in 1 turn with only 10 Legionaries; I've never laughed so much in my life.

Overall I was happy with the performance with my troops but I am happy that I will now be able to purchase some firepower as I don't want to chance my luck with that Behemoth again.

Morray

My philosophy in wargaming is to tread carefully and carry a big stick. Unfortunately I don't always pay attention to the first part of this adage. Taking a Fire Support Behemoth was always going to attract attention in a 500 point game. I didn't expect it to necessarily attract that much!

Using it in the first two turns to target each of my oppo-

nents probably didn't help. Neither did the fact that my die rolling was truly abysmal. I took some of the best medium range troops in the game with the Fenrir's and Assault Marines and while I was hitting a lot my damage rolls just bounced off everything.

The overall strategy to pound out Tom with artillery while slowly advancing my infantry forward would have worked if I had managed to dissuade Adam's Shoguns from attacking Tiny. Unfortunately in turns three and four I lost initiatives and the Behemoth paid dearly. With Tiny weakened in turn three by Tom, Adam then placed his Shoguns in a position to assault the following turn. Had I won Turn four I could have decimated the Shoguns in close or at worst weakened the squad and stopped him from overrunning my Assault Marine. Fair play though to Adam who took the gambit and played up the strengths of a highly mobile force.

Turning attention to Tom, he took some big hits early on but the sheer strength of numbers kept him in the game. The terrifying Vulture Standard, which almost removed Tiny from the board in one volley, also would have deterred Adam from moving within range with his second squad of Shoguns.

Next time round I'm going to have to expand my forces in numbers, increase the number of template weapons and get a sniper to rid me of the misery caused by that damn standard!

Tom

Snatching defeat from the jaws of victory

It was all going so well. My tactics were simple, objective in the middle of the table only one route to it from my deployment zone. Charge forward and hope when the smoke cleared I had more men than they could kill in six turns.

My numerical superiority attracted every ranged template on the table. Weathering the first couple of turns relatively intact it was my time to shine. Almost killing Morays big bad behemoth with one volley of fire will insure the standard has a big bull's-eye painted on him next battle. With Adam and Moray happily hacking chunks out of each other it appears nobody had noticed I had an almost intact convict legionnaire squad sneaking up on the objective. My downfall was my inability to stop myself joining in when I spot a good ruck.

If I had left the Birds of prey and the assault marines to themselves they would have been tied up in combat for a couple more turns at least. Giving me more than enough time to get a secure foothold on the objective and bring home the battle honours. Alas it was not to be. With the Birds free of the assault marines they were able to carve up my poor legionaries. So Close! Vengeance Shall Be Mine. What's that you say Mr Robertson? Junker Buggies don't mind if I Do!

Ben Brownlie's Behemoth Bonanza

Spiny - Norman to his mates...

So there I was with my fledgling Viridian force starting to flesh out at last. My single Behemoth was pounding around the perimeter in a lonely fashion looking for someone to play with that wouldn't die at the first touch and, whilst my marines were coming along at pace, I couldn't ignore the silent plea of this beast of burden any longer. Another Behemoth was an absolute must, for the shock that would register on opponents faces if nothing else.

Now, it is a passion of mine to make my models look different. Not necessarily from everyone else's, just from each other. This is fairly straight forward to accomplish with Marines and the like, but how to convert a Behemoth? It's not as if a head swap would have worked (though the possibilities are interesting) .

I looked again at my Viridians trying to spot which way to go. I had my Marines and my Assault Marines... and there lay the solution. This Behemoth would be an Assault Behemoth. At this time I had bought a great big pile of VOID miniatures from another enthusiast and, in that collection, he had a Behemoth with which he had come to very much the same conclusion. The beast stood there resplendent with power armoured crew and two mounted Gauss Cannons. But it wasn't quite enough. This was just the same miniature with a different crew. I wanted something bigger, something better, something with more... well... armour. And the brain began to tick...

My reasoning started that a power armoured crew would want a power armoured mount on which to ride to battle. It seemed reasonable at the time, but after thinking about how this would pan out I doubted whether the Viridians really would go to so much trouble to create the armour for such a beast (and for that matter whether the beast really would be able to operate within it) and I thought it much more likely that those clever chaps in the breeding labs would instead engineer a sub race of Behemoth with their own special brand of armour. Genetically engineered tanks.

Now the next problem... what would it look like. Out came the dinosaur books and a good read later I had my plan pretty much in my head. It would have an Ankylosaur like shell with Styrakosaur horns and what ever I could come up with at the time for the tail. That should make an imposing beastie on the table top, thought I, and set to work immediately.

As I dismantled the original model it then occurred to me: "why stop with the beastie? There's this nice how

dah to convert, a crew to mess about with, why not go to town?"

So that was how the idea was spawned. ("On with it" I hear you cry...) and this is how I made it:

The original model was given to me whole so, in order to do the necessary work, was broken down into it's main components. The only parts that remained attached were the upper and lower howdah sections (which I did not wish to risk breaking).

A lot of green stuff went into the construction of the body. In fact so much that it had to be done in several layers. The body was given a large coating of green-stuff over the upper half of the back making very sure that it did not impede the howdah's placement. This was smoothed off, also checking that the gun mounts would fit, to which I sculpted a layer of roughly hexag-



onal plates. Lastly a thin layer of greenstuff was smoothed over the top of this to allow the shape of the plates to show through, but without it being so defined. At each stage I also had to ensure that the head and the tail of the beast would also fit into place.



The front of the legs and the upper back section of the hind legs were given a similarly smooth layer of greenstuff into which I carved the same hexagonal-ish pattern for the scales which you can see (this was actually fairly simple to do once I got the thickness of the greenstuff right).

For the upper part of the tail I followed very much the same pattern as for the body, adding a clump at the end with two spikes and a row of smaller spikes along the spine.



The head was the most interesting (and by far the most challenging) to create and, ultimately, was also the most satisfying. I started off using the same "plating" technique as I had before, but rather than just carve in the detail I wanted to build it up. The crest took three or four layers of varying thickness until I felt I had got it right and I then had the stupid idea that a "vein" effect would look good in the recesses. Having finished with that (which basically came down to a thin layer puckered up with a modelling tool) I then set about creating the horns.

To do this I rolled out a fair chunk of the greenstuff into a carrot shape, stuck it into position and curved it pulling the point out slightly as I did so. Varying sizes of horns looked better, in my opinion, to all the same length, so I gradually reduced the size of the horns as they went down the crest. The horn on the nose was made the same way.



Lastly the remainder of the crest got the same treatment as the legs, carving a scaled pattern into a thin layer of greenstuff.



Ok, so that's the beast. For the howdah I simply cut out chunks of the side for access from the top of the ladder (we wouldn't want our precious Assault Marines to have to climb over the top now would we) and larger areas towards the rear of the sides with a modelling saw. To these latter areas were added small rectangles of plastic and then I moulded the sides to fit with yet more greenstuff as well as using it to tidy up other areas of the howdah. Finally the floor was given a layer of fine mesh and I scratch built a couple of extra rounds for the cannon to fit into the front of the howdah.



That just left the crew: The Assault Marine Gauss Cannon crew were the obvious choice, with one Gauss Cannon and operator sitting on each side's weapon mounts. The spotter and loader were added to the howdah in place of their standard grunt equivalents (with the loader having the Gauss Cannon ammo removed and a Howitzer round sculpted in it's place) and that was just about it.



Season to taste and paint in your favourite colours: One Assault Behemoth. :-D

Ben Brownlie

Ronin Workshop by Christian Weiss

How to construct a Minesweeping Ronin

What is in the box:

Opening the box, you will find 2 packages inside: First all the metal parts (turret, flails and armour bits), second the resin parts (main body and 6 wheels). After a quick check, I realised that all parts are very well cast and no items missing. All the parts need a little preparation before assembling or painting, as there is minor flash due to the casting process. It is rather annoying to put much time into painting a model only to have some mould lines on important parts!



Materials:

- A scalpel or modeling knife
- A selection of small "needle" files
- A bottle or tube of super glue
- Sandpaper
- Tin snips

Stage 1: Cleaning

The metal parts can be cleaned with the modelling knife and the needle files. Remember to always cut away from yourself! The mould lines can be removed either by scraping with the knife or gently rubbing with the needle file. The large flash parts should be bent off with the tin snips.

Resin can't be trimmed with a knife, as it is brittle and you could break away parts of your model. As the resin is poured into a mould, there may be left some extra on the top. To remove this, you should use the sand paper. Resin dust is not good for your health, so you should wear a dust mask and do this outside in the fresh air. Find a flat surface and place the sandpaper on it. Hold down the sandpaper with one hand and the resin piece with the other. Sand gently in a circular way, otherwise you could sand too much of only one side of the piece.



Stage 2: Pinning

As you want to play games with the model, it has to resist some damage due to transport from one battlefield to the other. In the case of this Ronin, the mounted Gauss Rifle on the turret is a weak point which has

to be pinned. I use a drill size of 1mm and a copper wire of equal size. Examine the parts which should be pinned to find an accurate position for the pinholes to be drilled. As there is a small cast "pin" on the Gauss Rifle part and a cast "hole" on the turret part this should be the position for the drill holes. Start with the Gauss Rifle part and drill a hole of about 3mm (or as deep as possible). You should try to fit the wire into the drill hole before using glue. After gluing the wire on the Gauss Rifle part, drill a hole into the turret part. The wire looking out of the Gauss Rifle part should be

longer than necessary as you can always cut it, but it is difficult to replace a small pin with a larger piece of wire.



Stage 3: Gluing the Ronin

After all the pieces are cleaned you should prepare all parts to be glued on the chassis. There are descriptions on most metal parts where to glue them (L1-L3 for the left side and R1-R3 for the right side). Try to fit them on the chassis without glue first, to prevent getting in trouble with finding the right place of a piece, while the glue is dripping everywhere over your model!

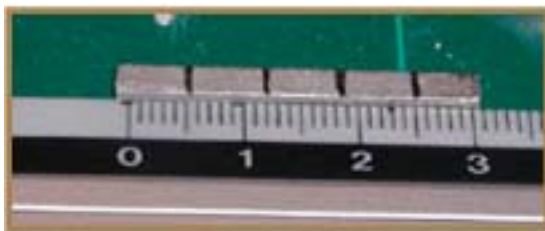
The Ronin has six wheels to be attached. The difficult part is to fit these right in the middle of the axle so all wheels touch the ground. I used 2 sheets of 5mm polystyrol plates to give the Ronin the right height. Same as before, try to fit the wheels in place before using glue!

To give the Ronin some combat powers the flails have to be attached. Normally there are 2 double rows of flails,



but I wanted to have four single rows of flails. The conversions were made with Milliput modelling putty. The surfaces don't have to be flat; this can be sanded after drying.

The flails have to be glued in a regular basis, so you have to measure the distances on the axle. I used distances of about 6mm, so you have 4 points to attach the flails. If you want to use the normal 2 double row flails you should put them between the 5-10mm and 20-25mm.



For attaching the flail weapon to the Ronin first glue 1 side bar on the chassis and the flail part on the other side bar (the side bars are marked with R and L). After the glue has hardened, attach the side bar with the flail part at the Ronin. As the flails rotate, bend them against the rotating direction (towards the Ronin) to give them a dynamic look.

Next issue: Painting the Ronin.

Celtos

Fomorian Concept Art

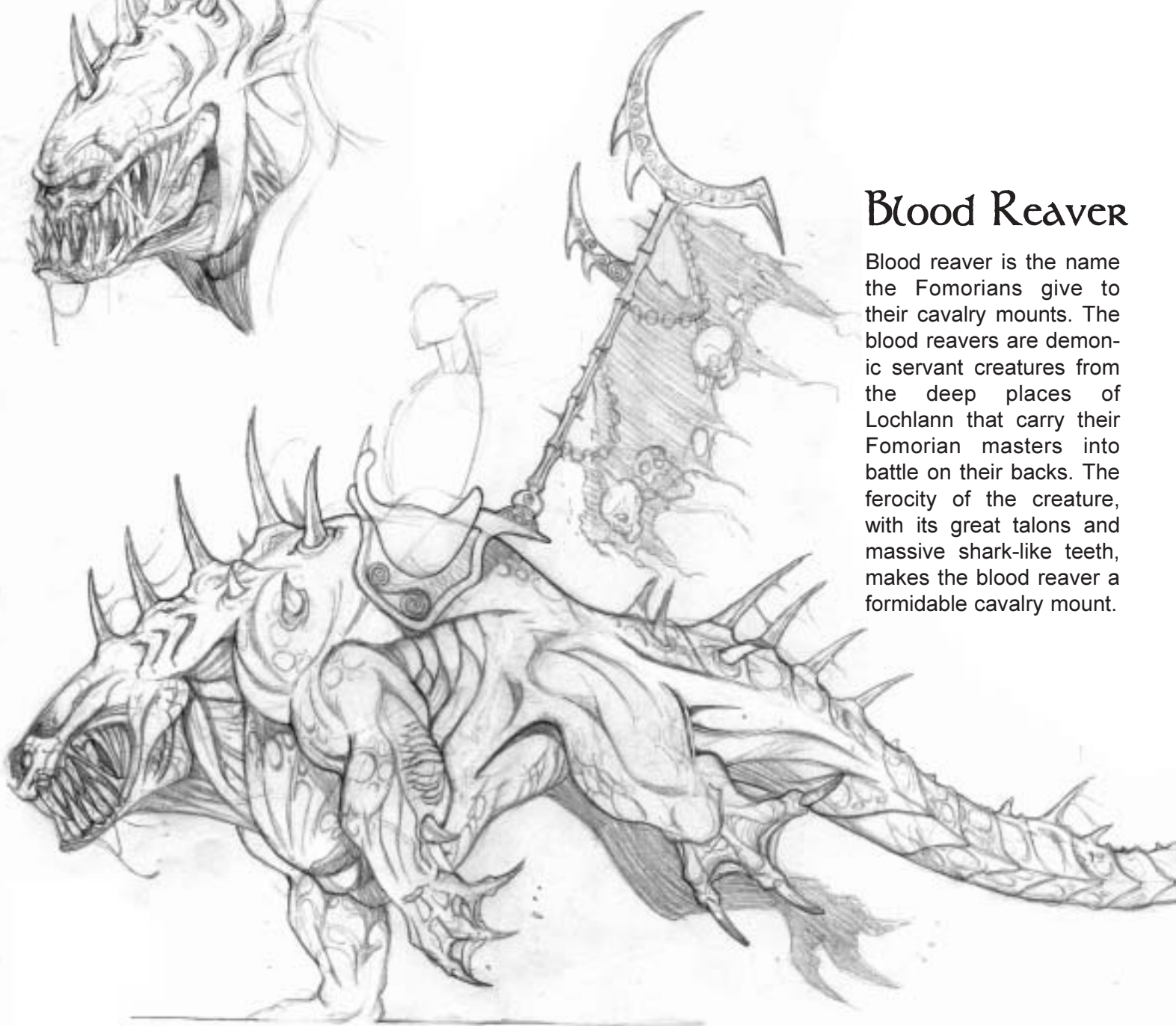
By

Christophe Madura



Blood Reaver

Blood reaver is the name the Fomorians give to their cavalry mounts. The blood reavers are demonic servant creatures from the deep places of Lochlann that carry their Fomorian masters into battle on their backs. The ferocity of the creature, with its great talons and massive shark-like teeth, makes the blood reaver a formidable cavalry mount.



ORCS

Orcs are squat, ugly brutes that make up the main body of the Fomorian army. They are deformed sea demons that delight in causing pain and mayhem. In battle orc raiders carry a variety of crude but workmanlike weaponry including cleavers, cutlasses, maces, clubs and so on. They often carry shields of scaly hide, decorated with tribal daubs to protect themselves in the fray.



Goblin

Goblin archers are drawn from the hordes of a slave race of lesser demonic creatures. In battle they can be highly manoeuvrable and are used to screen the main advance of the army from assault by enemy warriors, and their bows make them a dangerous enemy to get in the way of. However, goblins are cowardly and demoralised creatures that rout easily once their orc overseers are removed, and offer little resistance when attacked by real fighters.



Beastman

Beastmen are insane, deformed Fomorians-children of Chaos that bear a closer resemblance to animals than men. In battle they are irresistible butchers, unable to muster any semblance of judgement or tactical ability when the scent of blood and entrails reaches their keen nostrils, and the din of battle rings in their ears. Few things can stand before their furious onslaught, though they often charge forward when caution would be the better council.

